

TINDY

INDIANA JONES
and the
Last Crusade

THE
GRAPHIC
ADVENTURE

HINT BOOK

LUCASFILM™
GAMES

Credits

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Special thanks to Steven Spielberg
Extra special thanks to George Lucas

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How To Use The Decoder

The decoder, a strip of red gel, is included for your protection.

Without it, you could easily read clues you don't want or need. Which would take much of the fun out of the game.

With the decoder strip, you only read the clues you absolutely need. So you can get yourself out of one jam without taking the fun out of the next one.

Just skim the questions in this next section. Find the one that's stumping you and use the decoder to read the *first clue*. If that's all you need, terrific. If not, read the next clue. And so on.

Introduction

Welcome to the hint book for *Indiana Jones and the Last Crusade, the Graphic Adventure!* We'll have you back on track sooner than it takes to repeat that ten times. That is, if you're a slow talker.

This hint book is broken down into sections. If you just need a little help with a specific part of the game, look through the main hint section. The red overprinting will keep you from finding out more than you want. The castle info and checkpoint info sections give you specific clues and descriptions of those parts of the game, above and beyond the main hints. The maps will help you figure out where to go next, and what you've missed. We list all the possible Indy Quotient points, and tell you how to get them. There's a section with tips on flying the biplane and fistfighting, as well as a list of the objects needed to help you solve the game. Finally, there's a section that walks you through the game, from start to finish, exploring one possible path to the end.

You'll find this game has many possible paths. In order to add variety and keep the frustration level low, it's been designed to allow different solutions to many puzzles. In particular, if you don't like action games, you can choose to talk or bribe your way through the game, and avoid fighting. You can even avoid the Zeppelin, and if you're having trouble lasting long in the biplane, you can still finish the game. If you find yourself stuck in one place, try thinking back and seeing if you can find a different approach.

Finally, you'll also find lots of useful and sometimes critical information in the Grail Diary. The printed Diary that came with your game has several important clues, as well as ten different accounts of the Holy Grail, each with a different description of it. At the end of the game you'll have to pick out the true Grail from among some fakes. The printed Grail Diary, along with some information you'll get in the game, will do the trick. Indy also encounters a version of the Grail Diary within the computer game. Use both the printed Diary and the computer Diary to help you through the game. And enjoy yourself!

Main Hint Section

USA

Where's Indy's whip?

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What can I do in the gym?

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How can I improve my boxing skills?

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What is there to do in the college hallway?

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What should I say to Marcus?

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What is behind the doors?

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How do I get past the students in the outer office?

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I got into Indy's office, but now the students won't let me back out!

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What should I do in the inner office?

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What do I do with the package?

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VENICE/CATACOMBS

I'm in the library. What should I do next?

[illegible]

Can I read any of these books?

[illegible]

I still can't find any books I can pick up.

[illegible]

I don't get it. What do all these numbers on the floor mean?

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What does the sketch in the diary refer to?

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Which numbered slab should I lift up?

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There are three numbers on each column. Which one is correct?

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How do I open the slab?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I'm in a tiny pit with no exits. What did I do wrong?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

OK, I'm in a room with lots of skulls and three openings. What next?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana
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What do I do in the room with the two skeletons sprawled against the wall?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Hey, I just saw two red dots in the distance!

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What do I do when the rats attack?

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What about the chamber with a slab I can't lift?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

There's a torch on the wall of a room here. But I can't pull it off!

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Where can I find some water?

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The Piazza? How do I get back up there? Back through the library?

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How do I get the wine bottle?

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I can see the knight's casket! But how do I open this grating?

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What do I do in the room filled with water?

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How do I get the torch?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana
Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Ouch! I just fell through a trap door! Where am I?

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I've found a room with a wooden ladder leading up. Should I climb it?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

How do I get past the chamber full of water?

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How do I get across this drawbridge?

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What do I do with the strange machine near the empty pool?

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What do I do with the skeletons and niches in the walls that I can't touch?

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How do I open the door in the chamber with the six skulls?

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I pushed the skulls a few times, and lost track of where I was.

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I see the notes to play, but I'm not sure what skulls to press.

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I've gone down the steps to the third level of the catacombs.
Where is the casket?

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I'm at the casket! Do I need to do anything with it?

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OK, I looked in the casket. Do I have to retrace my steps back out of the catacombs?

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How do I open the lock on the grating?

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I've seen the casket and I returned to the Piazza, but nothing happens.

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CASTLE BRUNWALD

For full hints on the castle, refer to the Castle Info section in this hint book. It is possible to get through the whole castle without ever risking Indy in a fistfight. Refer to the Castle Info section to find out how to get by each guard with dialog. The following hints deal with puzzles not covered in the Castle Info section.

How should I deal with the butler?

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There are Nazis all over the place! How do I get by them?

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I'm in the kitchen. How do I get the roast boar out of the fireplace?

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When I use the keg or spigot, the ale pours on the floor!

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What do I do with the drunken guard?

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How can I use the stein?

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How do I put on this suit of armor?

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I've found a laundry closet, but I can't get at the uniforms.

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How do I unlock the grey uniform?

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I've gone to room 9, (second floor), but all I see is a chest.

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I found a first aid kit! What does it do?

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I'm in a room full of paintings. Are they useful?

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I've found a vault door! How do I find the combination?

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So I can't get into the vault. Is the game over?

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I've got the combination. How do I open the vault?

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What's the point of this big console with blinking lights?

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Some of these rooms have exterior windows. Why?

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I'm outside the castle on the second floor. How do I climb to the third floor?

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I've beat up a few guards, and I'm in pretty bad shape.

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I've referred to the castle info to talk my way past some guards,
but they just attack immediately.

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Is there any way to get past guards without talking OR fighting?

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How do I get by the dog?

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I can't seem to beat Biff, the big blond Nazi, in a fight.

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I tried to get Biff drunk, but he just crushed my beer stein!

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What do I do with the wires over the door?

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There are locked doors on the third floor.

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I've freed Henry, but the alarm goes off and I get captured.

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I've freed Henry, but when I'm caught Vogel seems to want something.

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Can I get out of the castle without being caught?

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Indy and Henry are tied up. How do I get them out?

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I can move around while tied up, but I'm still stuck.

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I've got Henry and Indy out of the chairs. How do I leave?

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I'm out with Henry at a motorcycle. Where should I go?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

BERLIN/AIRPORT

I'm at a checkpoint on the road to Berlin. How do I get by?

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I am in Berlin. There's a very important Nazi here. What should I do?

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We're at the airport. Where do I go from here?

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How do I get tickets for the Zeppelin?

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What about this man reading a paper?

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How do I get the tickets?

[illegible]

How do I use the tickets?

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ZEPPELIN/BIPLANE

I've gone over to the Biplane. How do I fly it?

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I'm aboard the Zeppelin. How do I talk my way past this ticket taker?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I'm on board the Zeppelin. Where is it going?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

How do I leave the Zeppelin?

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What's behind this locked door?

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How do I get into the radio room?

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I got the radio man to come out. Now what?

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Hélp! The radio man has caught Indy. The radio is still untouched.

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The radio man keeps capturing me. I don't have much time.

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What should I do in the radio room?

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What should I do with the radio?

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Why should I bother breaking the radio?

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The radio man caught Indy with a broken radio!

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

The radio man caught Indy next to the lowered ladder!

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I can send Indy up the ladder, but what about Dad?

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How is Dad going to follow me?

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Once I go up the ladder, I get lost in a maze, with Nazis everywhere!

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How do I get to the biplane under the Zeppelin?

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The Nazis keep clobbering me! What do I do?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I've found the biplane! What now?

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How do I get better at shooting down planes?

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The plane has crashed! What should I do?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

How do I find gas for the black Nazi car?

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How do I get past these checkpoints?

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Isn't there some way to skip these checkpoints?

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THE GRAIL TEMPLE

I'm outside the temple. Should I do anything before I enter?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I'm inside. Can I keep Donovan from shooting?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I'm at the first trial. How do I get through?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I had to try a few times before I got it right. Does that hurt my Indy Quotient?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I'm at the "Word of God" trial. How do I get across?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana
Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I've made it to the final trial - the Path of God. How do I get across?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Wow! I've met the Grail Knight. But which Grail is the correct one?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I have the Grail. What now?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I've healed Dad. But Elsa grabbed the Grail and started an earthquake!

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I can see the Grail! How do I get it?

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

I've got it! I can leave now!

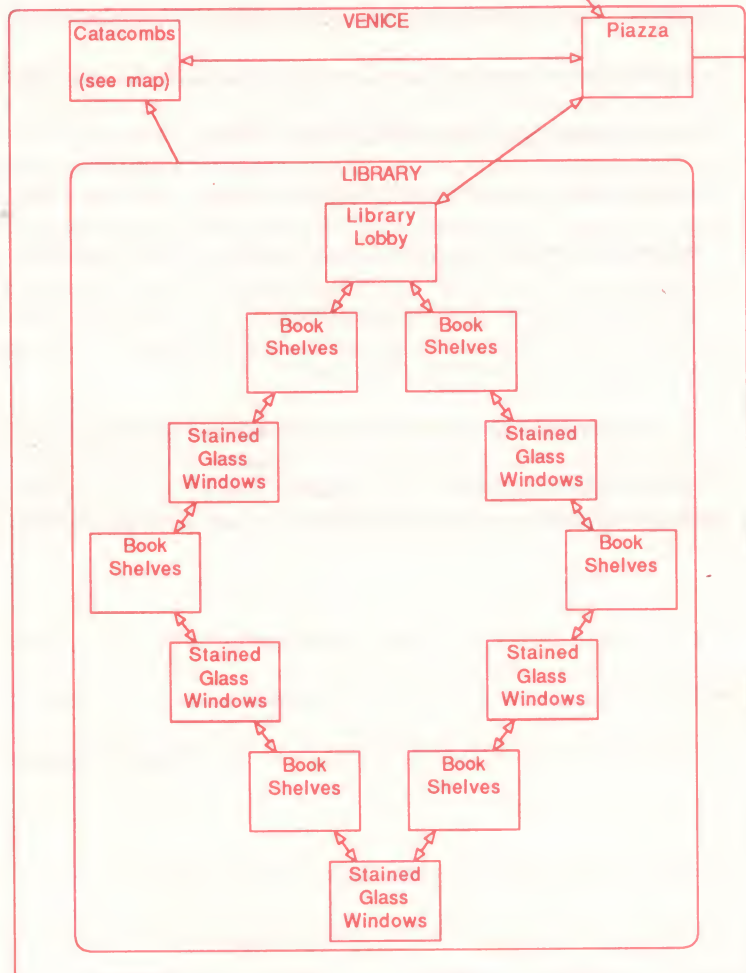
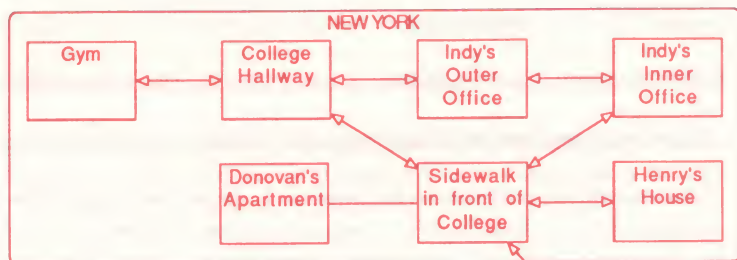
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OK, the game is over. I sure wish I could have saved Elsa, or at least
not wrecked the temple.

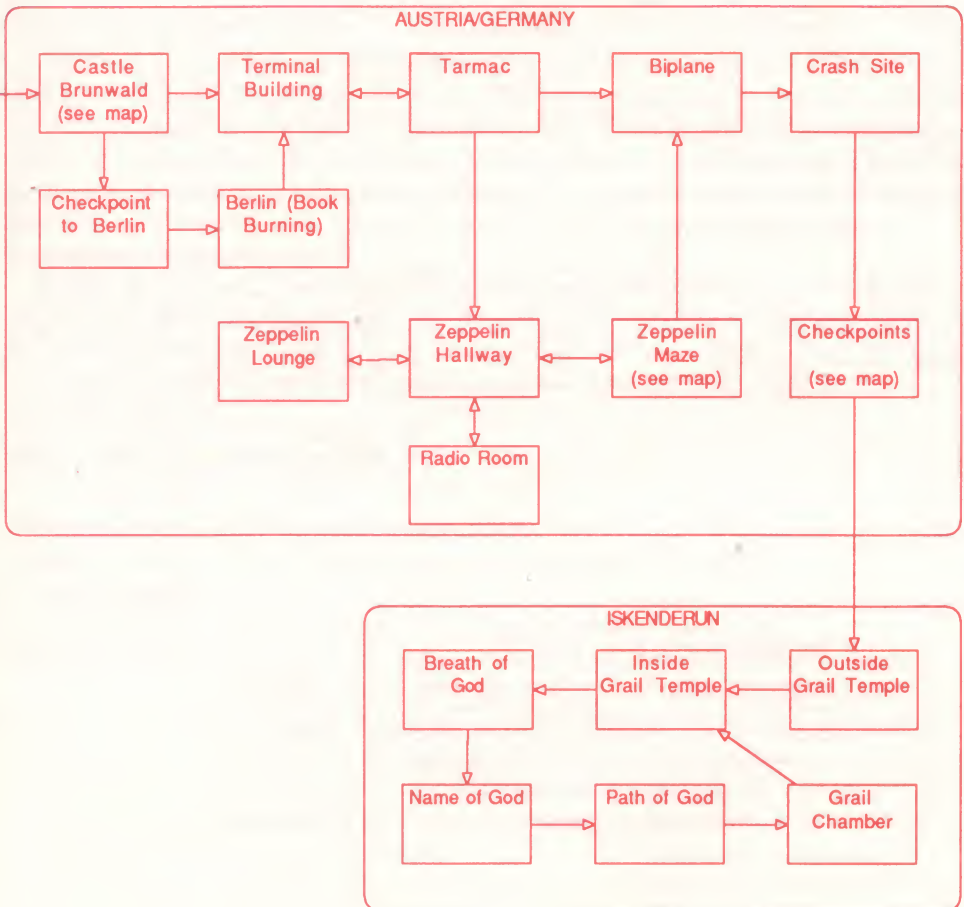
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How do I get a better Indy Quotient?

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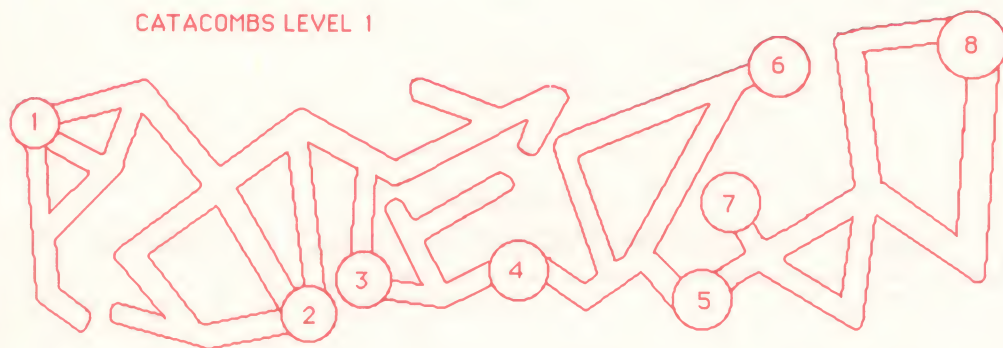


Game Connectivity Map

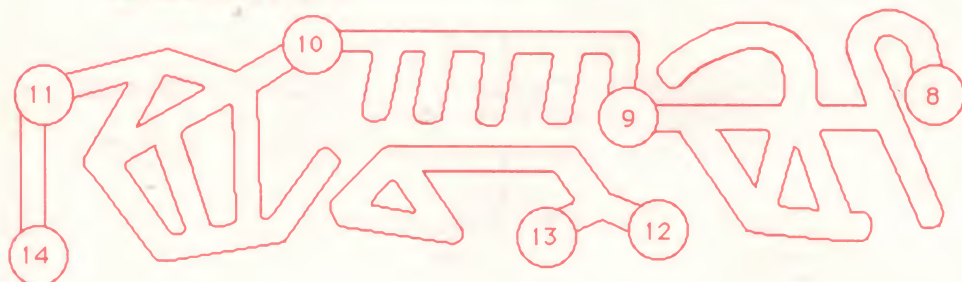


Catacomb Maps

CATACOMBS LEVEL 1



CATACOMBS LEVEL 2



CATACOMBS LEVEL 3



Castle Info

Castle Brunwald is in Austria, near the German border. It's a secret Nazi headquarters. Indy has to find and rescue Henry, his father. This is one of the most dangerous parts of the game for Indy, and it is a good idea to save the game frequently as you get farther into the castle.

The chief dangers are the Nazi guards. It's possible to get through the entire castle without fighting (except for a rigged fight with Biff the Nazi), but the easiest way to get through involves some fighting, some talking, and some dodging. You'll have more fun if you use the explicit hints below only when you really need to.

There are a few situations where the dialog paths described here will not work. As Indy goes through the castle, when he knocks out a guard (or the butler), or is spotted but runs away from a guard, the Nazis become increasingly suspicious. If Indy knocks out enough people, everyone will know there is something wrong, and attack immediately. If you fight everyone on the first floor you may find yourself having to fight on the second as well. This may cause Indy to run low on health and get knocked out, ending the game.

Finally, although the Nazis are fairly unobservant and careless, if you talk your way past one of them wearing a particular uniform, he'll figure out something is wrong if you show up later in a different one. You may want to use empty rooms in the castle as dressing rooms, always being sure to wear the same clothes when you re-encounter a guard.

Key to the following information:

Rooms

Room Number	Handy reference for maps.
Useful Objects	List of objects that serve a purpose in the room.

Inhabitants

Description	(Butler, Guard D, etc.) Handy reference for maps.
Dialog Choices	List of proper responses to talk your way past the inhabitant. "Leather", "Servant", and "Nazi" refer to the clothes Indy is wearing when he meets the inhabitant. Numbers refer to the dialog choices, for example "1 2" means choose first the number 1 choice (top of the list), then wait for a response and choose the second line down. NA means not applicable.

Fighting Skill	A+ means virtually unbeatable	D means easy to beat
	A means very hard	E means a pushover (a single punch will do)
	B means tough	NA means not applicable.
	C means average difficulty	Cash How much money the Nazi carries.

Ground Floor

Room Number 1: Kitchen

Useful objects:

Keg of ale

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Roast Boar

Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana
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Room Number 2: Laundry closet

Useful objects:

Servant uniform (white)

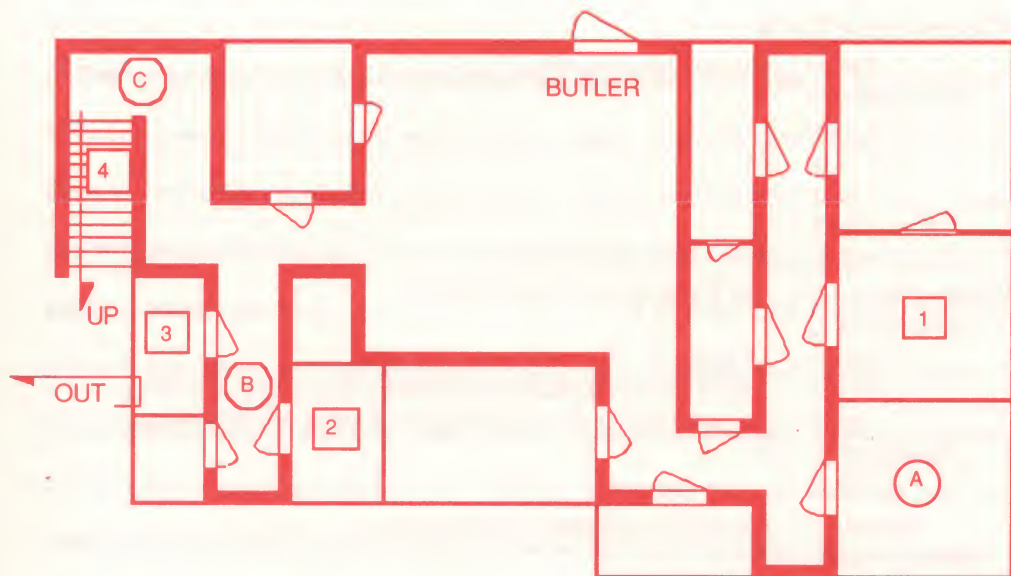
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Lock on clothes rack

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Nazi uniform (grey)

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana



Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Room Number 3: Room with Zeppelin model and suit of armor

Useful objects:

Suit of armor

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Carving on fireplace

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Room Number 4: Stairs to the second floor

Useful objects: None

Castle Inhabitants

Butler In entryway of castle

Dialog Choices

Leather: 2 1 2

Servant: NA

Nazi: NA

Fighting Skill: E

Cash: 0

Drunk Guard (A) First floor, in room near kitchen

Dialog Choices

Leather: 3 2 and 1 3 1 and 1 3 2 and 1 3 3

Servant: Only Nazi who does not care what you are wearing when

Nazi: you meet him. Lots of useful information. Has beer stein.

Fighting Skill: E

Cash: 0

Guard (B) First floor, blocking laundry room

Dialog Choices

Leather: 3 2 1

Servant: 1 2 1

Nazi: Automatic pass

Fighting Skill: D

Cash: 0

Guard (C) First floor, blocking stairs to second floor

Dialog Choices

Leather: 1 2 2

Servant: 1 1 3 2

Nazi: Automatic pass

Fighting Skill: C

Cash: 15

Second Floor

Room Number 5: Stairs to first floor

Useful objects: None

Room Number 6: Small room at head of stairs

Useful objects: None. But this is a good place to change clothes between encounters

Room Number 7: Art room, full of paintings

Useful objects:

Paint by numbers Mona Lisa

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Vault door,

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Room Number 8: Vault

Useful objects:

Painting of Holy Grail

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Room Number 9: Small castle room

Useful objects:

Chest

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Room Number 10: Castle room

Useful objects:

First aid kit

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Room Number 11: Room with chest

Useful objects:

Chest

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Room Number 12: Alarm room

Useful objects:

Alarm system

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Room Number 13: Loose brick room (door cannot be unlocked)

Useful objects:

Loose brick

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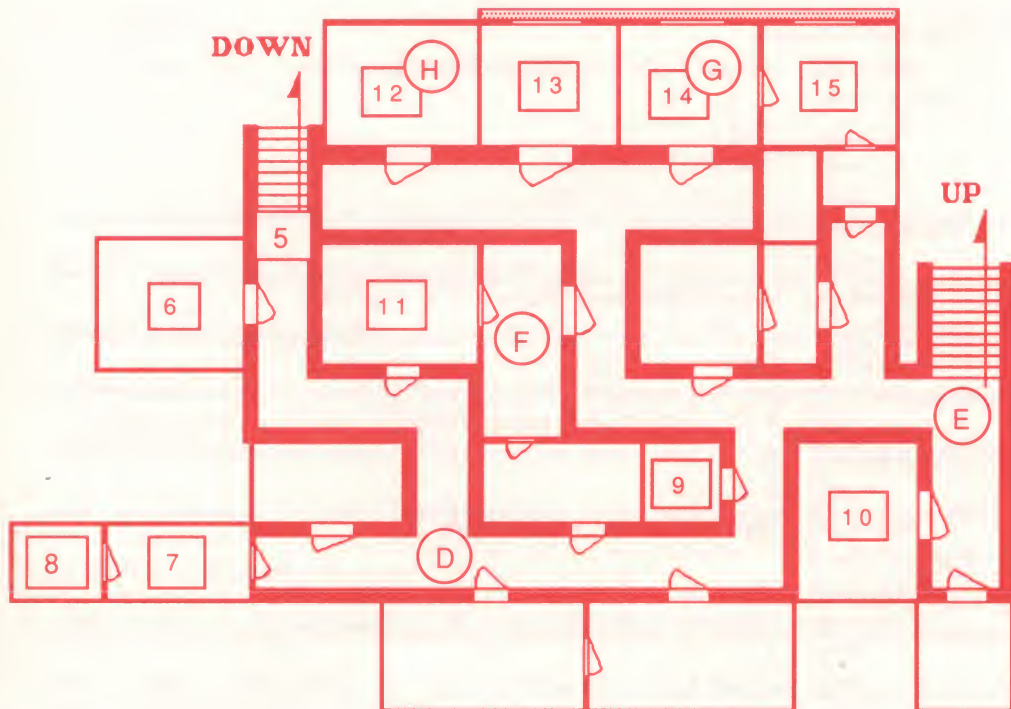
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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana



Window

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Room Number 14: Guarded window room

Useful objects:

Window

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Room Number 15: Window room

Useful objects:

Window

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Castle Inhabitants

Guard (D) Second floor, blocking art room

Dialog Choices

Leather: 2 2 1 1

Servant: Offer item (painting)

Nazi: Offer item (painting)

Fighting Skill: B

Cash: 0

Guard (E) Second floor, near stairs to the third floor

Dialog Choices

Leather: Fights immediately

Servant: Fights immediately

Nazi: 3 1 2 1 (After Indy's learned Vogel's name from Drunk Guard)

Fighting Skill: B

Cash: 0

Guard (F) Second floor, in central room

Dialog Choices

Leather: Fights immediately

Servant: Fights immediately

Nazi: 3

Fighting Skill: A

Cash: 20

Guard (G) Second floor, in room near alarm system

Dialog Choices

Leather: Fights immediately

Servant: 3 1

Nazi: 2 2 3

Fighting Skill: B

Cash: 20

Alarm Guard (H) Second floor, tending alarm system

Dialog Choices

Leather: Fights immediately

Servant: Fights immediately

Nazi: Offer an item: *Mein Kampf*

Fighting Skill: A

Cash: 70

Third Floor

Room Number 16: Colonel Vogel's office

Useful objects:

Trophy

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Indiana Jones and the Last Crusade

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Indiana Jones and the Last Crusade

Filing cabinet (and pass)

Indiana Jones and the Last Crusade

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Indiana Jones and the Last Crusade

Indiana Jones and the Last Crusade

Indiana Jones and the Last Crusade

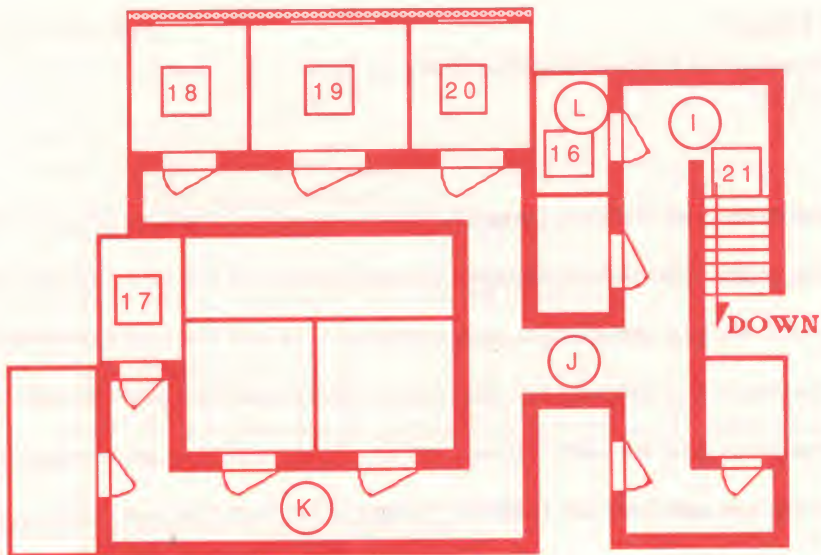
Room Number 17: Key room

Useful objects:

Key

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Indiana Jones and the Last Crusade



Rooms Number 18-20

Useful objects:

Henry Jones

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Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Indiana Jones and the Last Crusade Indiana Jones and the Last Crusade Indiana

Castle Inhabitants

Guard (I) Third floor, near Vogel's office

Dialog Choices

Leather: Fights immediately

Servant: Fights immediately

Nazi: 1 2 1

Fighting Skill: C

Cash: 0

Biff the Nazi (J) Third floor, blocking passage

Dialog Choices

Leather: Fights immediately

Servant: Fights immediately

Nazi: Offer an item: Trophy full of ale (drunk fighting skill E)

Fighting Skill: A+/E

Cash: 0

Guard (K) Third floor, blocking room with key

Dialog Choices

Leather: Fights immediately

Servant: Fights immediately

Nazi: 3 2 3 (only after you have talked past guard G)

Fighting Skill: B

Cash: 25

Guard Dog (L) Third floor, in Vogel's office

Dialog Choices

Leather: Give roast boar to dog

Servant: Give roast boar to dog

Nazi: Give roast boar to dog

Fighting Skill: NA

Cash: 0

Checkpoints

There are eight possible Nazi checkpoints on the roads in Germany. You can get through these checkpoints in several ways. You can avoid some by flying over them. You'll always have to get by checkpoint number one, on your way to Berlin, but you can fly over as many as six of the remaining seven checkpoints.

There are two ways of flying over checkpoints. You can fly in the Zeppelin, and avoid as many as three checkpoints with proper tactics (breaking the radio, then leaving the Zeppelin when it is far along its route, before it has flown back to Berlin). Then, in the biplane, you can avoid an additional three checkpoints by shooting down enemy planes before they get you. Each three planes you shoot down gets you past an additional checkpoint. Finally, you can steal the biplane on the field in Berlin, and bypass as many as six checkpoints for each three enemies you shoot down. In either case, you'll have at least the last checkpoint, number eight, to contend with.

There are also two special ways to get by checkpoints. They're mentioned in the main hint section of this hint book. They both involve giving unusual things to the checkpoint guards.

Key to the following table:

Checkpoint Guard Number	For convenient reference only.
Opening Line	The first thing the guard says.
Background Setting	What it looks like as the car pulls up
Guardhouse type	Sentry box or building with mountains
Dialog path	Which dialog choices to make (1 is top line)
Fighting skill	Guard's fighting ability (A is toughest)
Bribe amount	Minimum cash to bribe guard

Checkpoint Guard Number: 1

(On the way to Berlin)

Opening Line:	Uh, hold it. You've got to come over here.
Background Picture:	Hill
Guardhouse type:	Sentry box
Dialog path:	3 3 1 1
Fighting skill:	C
Bribe amount:	Cannot bribe

Checkpoint Guard Number: 2

Opening Line:	Halt! Come here at once.
Background Picture:	Lake
Guardhouse type:	Building
Dialog path:	2 3 1
Fighting skill:	A
Bribe amount:	150 Marks

Checkpoint Guard Number: 3

Opening Line: Please step out of
that expensive-
looking car.

Background Picture: Lake

Guardhouse type: Sentry box

Dialog path: No successful
paths

Fighting skill: B

Bribe amount: 50 Marks

Checkpoint Guard Number: 4

Opening Line: Halt! Come here
at once.

Background Picture: Hill

Guardhouse type: Building

Dialog path: 2 1 1 1

Fighting skill: C

Bribe amount: Cannot bribe

Checkpoint Guard Number: 5

Opening Line: Uh, hold it.
You've got to
come over here.

Background Picture: Hill

Guardhouse type: Sentry box

Dialog path: 3 3 2

Fighting skill: A

Bribe amount: 50 Marks

Checkpoint Guard Number: 6

Opening Line: Halt! Leave your
vehicle and step
over here.

Background Picture: Lake

Guardhouse type: Building

Dialog path: 1 2 2 3 1

Fighting skill: D

Bribe amount: Cannot Bribe

Checkpoint Guard Number: 7

Opening Line: Please step out of
that expensive-
looking car.

Background Picture: Lake

Guardhouse type: Sentry box

Dialog path: No successful
paths

Fighting skill: C

Bribe amount: 150 Marks

Checkpoint Guard Number: 8

Opening Line: Halt! Leave your
vehicle and step
over here.

Background Picture: Lake

Guardhouse type: Building

Dialog path: 1 2 2 2 2 1

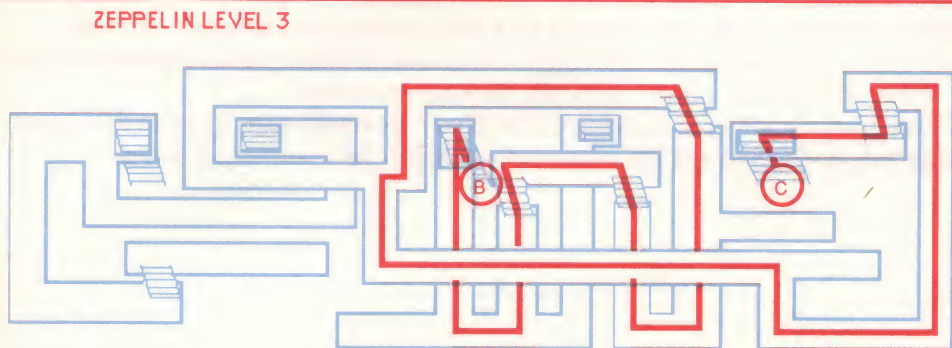
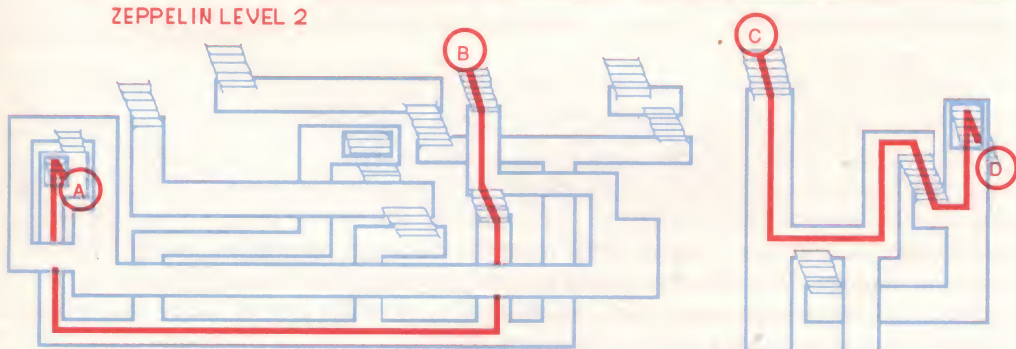
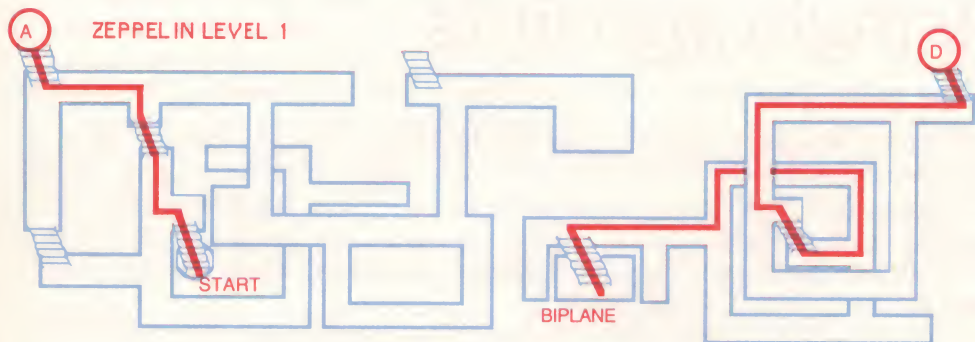
Fighting skill: B

Bribe amount: Cannot bribe

Checkpoints Map



Zeppelin Maps



Biplane Flying and Fistfighting Hints

On the Biplane

When Indy escapes from Berlin, eventually he'll end up flying a biplane. Look at your computer reference card for a list of the keys used to control it. As Indy, you will fly the plane while Henry tries to shoot down enemy fighters. The more fighters you can shoot down, the farther out of Germany you will get, and the more checkpoints you will fly over. Eventually, if you shoot down all the enemy planes, you will run out of gas. But don't worry, Indy can handle it.

At first you will find it very difficult to shoot down enemy planes. You may wish to save the game before boarding the biplane (or, if you are on the Zeppelin, before you climb the ladder to the Zeppelin interior) so that you can go back over and over again to practice flying it. There is no simple winning strategy (that WE know of), but here's one that may help:

Always try to start with your plane centered in the screen. The first time this is easy because you automatically start there. Later, you'll find that you'll have to hurry to reposition yourself after shooting down an enemy. When the enemy plane appears, watch the cross hair move towards it. This represents Henry's aiming point for his machine gun. Just before the cross hair and the enemy plane come together, hit the key to send your biplane AWAY from the enemy, in as nearly a straight line as you can manage. This will often result in Henry shooting him down. If the enemy plane is still there when your plane reaches the edge of the screen, move your plane along the edge by making a right angle turn, then back towards the center to try again. For example, if the enemy first comes in from the left side of the screen, wait until the cross hair is almost centered on it, then move your biplane to the right. When your plane reaches the right edge, move it up or down until it reaches the corner of the screen. Then move diagonally back to the center.

This technique is meant to help you out if you are totally lost. If you're doing fairly well already and would just like to get better, there's only one way: Practice!

Fist Fights

Throughout the game there are many opportunities for Indy to get into fist fights. His opponents have a wide variety of styles and skill levels. There isn't one way to get by all of them, but here are a few general tips that should improve your chances. If you get frustrated, remember that it is possible to complete the entire game without ever fighting anyone (except one particularly obnoxious blond drunk).

Try not to let your vitality (the left colored portion of your health display) go down. Indy will recover his energy (the right portion) after each fight, but if his vitality starts to go, he'll be in trouble.

The simplest and often most effective strategy is to take a punch, quickly step back and wait for your opponent to step forward, and repeat. Don't give your opponent a chance to swing at you. By the time you run out of room to back off, your opponent should be in pretty poor shape. A few punches will finish him off. This approach assures that you hit with your maximum punch power each time.

If you find that this doesn't work because your opponent just punches too quickly, try fighting fire with fire. Against a fast-punching opponent, a series of rapid blows is sometimes effective.

If your opponent seems to be blocking most of your punches (his head doesn't snap back when you swing) then you might try to block his as well. Some of the better fighters are great at blocking, but not too quick with their own punches. Watching carefully, you can quickly move to block their punches, and wear them down by blocking instead of punching. When they start getting low on health, finish them off with a few good hits.

IQ Points

Get past the students by calming them down (third dialog choice)	5
Get past the students by telling them about the geology professor	10
Enter the catacombs	10
Pull the plug to empty the pool in the catacombs	5
Get past the statues in the catacombs	5
Open the xylophone door	5
Look at the shield of the dead knight	5
Knock out Butler	1
Talk past Butler	5
Knock out guard A	1
Knock out guard B	3
Knock out guard C	3
Knock out guard D	3
Knock out guard E	5
Knock out guard F	5
Knock out guard G	5
Knock out guard H	10
Knock out guard I	5
Knock out guard K	5
Bluff past guard A	2
Bluff past guard B	5
Bluff past guard C	5
Bluff past guard D	5
Bluff past guard E	8
Bluff past guard F	8
Bluff past guard G	8
Bluff past guard H	15
Bluff past guard I	8
Bluff past guard J	15
Bluff past guard K	8

Open the vault in the castle	10
Disable the castle alarm system	25
Whip the loose brick on the castle exterior	5
Open Henry's locked door	5
Give fake Grail Diary to Vogel (bypass checkpoints)	30
Escape from the chairs in the castle	15
Get Henry out of the castle without being caught by Nazis	25
Give Hitler <i>Mein Kampf</i> to sign	10
Give Hitler the travel pass to sign	40
Try to hit Hitler	10
Steal tickets from the man in the airport	5
Start the biplane	10
Knock out the ticket taker on the Zeppelin	10
Fly the Zeppelin a short way before turnaround	5
Fly the Zeppelin a moderate way	5
Fly the Zeppelin the farthest (break radio without getting caught)	5
Shoot down six enemy planes at once (first time)	5
Shoot down twelve enemy planes at once (first time)	5
Shoot down eighteen enemy planes at once (first time)	5
Bluff past checkpoint 1	5
Bluff past checkpoint 2	5
Bluff past checkpoint 3	5
Bluff past checkpoint 4	5
Bluff past checkpoint 5	5
Bluff past checkpoint 6	5
Bluff past checkpoint 7	5
Bluff past checkpoint 8	5
Knock out guard at checkpoint 1	4
Knock out guard at checkpoint 2	4
Knock out guard at checkpoint 3	4
Knock out guard at checkpoint 4	4
Knock out guard at checkpoint 5	4

Knock out guard at checkpoint 6	4
Knock out guard at checkpoint 7	4
Knock out guard at checkpoint 8	4
Pass the first Grail trial (the Breath of God)	20
Pass the second Grail trial (the Name of God)	20
Pass the third Grail trial (the Path of God)	20
Get the Grail back to Henry	30
Leave the temple with the Grail still in the crevasse	50
Get the Grail from the crevasse, give it to the Grail Knight	75
Pick up the Grail before Elsa gets it, give it to the Grail Knight	100
Total:	800

Object List

Where found	Item	Used for
Air terminal	"Zeppelin tickets"	Get onto Zeppelin
Alarm room	"security system"	Turn off alarm to Henry's room
Art room	"vault"	Contains painting of Grail
Guard A	"stein"	Can carry ale
Castle room 3	"suit of armor"	Use to get out of ropes when tied up with Henry
Castle room 13	"loose brick"	Use to whip across castle wall
Castle room 10	"first aid kit"	Used after fighting to restore health
Castle room 9	"small uniform"	A key to the laundry is in the pockets
Castle room 16	"pass"	Get Hitler to sign it to sail past the checkpoint guards
Castle room 16	"trophy"	Fill with ale and give to Biff the Nazi
Castle room 17	"silver key"	Opens Henry's castle door
Castle kitchen (room 1)	"roast boar"	Give to dog in Vogel's office
Castle kitchen (room 1)	"keg"	Fill mug with ale
Castle hallway	"wires"	Wires connecting alarm to Henry's room
Castle exterior	"motorcycle"	Take it to Berlin
Castle wall	"brick"	Use to whip across
Catacomb room 15	"casket"	Casket of dead Grail Knight
Catacomb room 12	"wooden plug"	Drain pool in catacombs
Catacomb room 12	"inscription"	Major clue to select correct Grail
Catacomb room 2	"hook"	Used to pull plug in catacombs
College hall	"drinking fountain"	Gee I'm thirsty
College hall	"trophy case"	College Pride
College hall	"display case"	Lots of cool stuff
College hall	"bulletin board"	What's for lunch
Grail chamber	"Holy Water"	Fill Grail with this to heal Henry
College Gym	"bell"	Start the fight
College Gym	"mallet"	Used to ring the bell
College Gym	"light switch"	Turns off lights in gym
College Gym	"boxing ring"	Practice boxing
College Gym	"locker room"	Enter to change into boxing clothes
Henry's house	"painting"	Give to guard in castle
Henry's house	"book case"	A ball of tape is stuck to its back

Where found	Item	Used for
Henry's house	"sticky tape"	Contains key to the chest in Henry's house
Henry's house	"chest"	Contains Fake Grail Diary
Henry's house	"old book"	Give to Vogel when caught to avoid Berlin
Indy's inner office	"junk mail"	Hides Henry's Grail Diary
Indy's inner office	"Grail Diary"	Many useful clues
Castle laundry room 2	"servant uniform"	Bluff past guards
Castle laundry room 2	"grey uniform"	Bluff past guards
Library in Venice	"Stain glass window"	Clue to the catacomb entrance
Library in Venice	"red cordon"	Use on strange machine as pulley belt
Library in Venice	"metal post"	Use to pry up slab
Castle - many places	"money"	To buy ticket to Zeppelin, or bribe
Henry's pocket	"coins"	To pay the Piano player
Manhole in catacombs	"manhole"	Get out of Catacombs
Venetian Piazza	"wine bottle"	Fill with water to loosen torch
Radio room on Zeppelin	"short-wave radio"	Break it to gain time on Zeppelin
Radio room on Zeppelin	"wrench"	Used to lower ladder
Airport exterior	"biplane"	Fly to Temple and skip the Zeppelin

Game Walkthrough

The following narrative will take you “inside Indy’s head” as he goes through our Graphic Adventure from start to finish. The path he takes is one of the shortest, and it avoids some of the longer, but less intricate puzzles. Feel free to try some alternate paths. But be sure to save the game before you do. If you do stray from the sequence here, it may be impossible to get back on track without a saved game.

Ah! Back at good old Barnett College. This last adventure was a rough one. Getting the Cross of Coronado has been a lifelong dream of mine. I never did feel good about that incident back in Utah. It’ll be good to get into some dry clothes!

Hmm, Marcus wants that translation. Let’s see, that was in Coptic, and if I use my translation table for a shortcut - that’s it! Here you go Marcus...I’ve got to change clothes.

The gym is pretty much the same. That boxing coach is warming up again. Perhaps I should go a few rounds with him. Into the locker room to change out of my suit first. And I better have him take it easy on me until I catch my second wind.

That was invigorating! Certainly more fun than dealing with angry students. They do seem to accumulate this time of year. I’ll just duck into my office here and...rats! This is where all the kids are! And they’re so upset! But I’ve only been gone two weeks. Oh well, best to calm them down. They certainly take a lot of calming. But eventually I can slip by them, using the old “take names in order” ploy.

The old office. Quite a few memories stashed away here. And quite a few letters and papers on my desk! I’d better go through them. Some junk mail, papers, letters... what’s this? A package from Venice? Why, it’s my Dad’s Grail Diary! How strange... I haven’t heard from him in years. Perhaps I’d better look into it. But those students are cramming my outer office. Better take the window.

Hey! These guys don’t look too friendly. Still, they don’t seem too dangerous; I think I’ll go along and see what they have to say. Oh, a trip into Manhattan. Maybe you guys can let me off for a show - no, I didn’t think so.

Walter Donovan! What a surprise! And quite an interesting story too. Dad? He’s disappeared? I wonder why he sent me the Diary? I’d better keep that part secret for now; it looks like it’ll come in handy.

Now that I’m back at the college, I think I’ll take a short trip over to Dad’s place. Ransacked! I bet they were looking for the diary. Not much of value here - why, here’s that old picture of Dad’s trophy. I’ll take that for sentimental value. This bookcase looks pretty unstable... hey! It almost hit me when it fell over! And what’s that funny lump - boy, this tape must be ten years old at least. Dad always was a sloppy housekeeper.

I wonder if there are any other clues. Whoever did this didn’t touch the plant. Or the tablecloth underneath. Why, it’s that old chest Dad bought when I was a kid. He lost the key years ago though. Hmm, I wonder - time for a trip back to my office.

I'd better go in through the window. Now where was that jar of solvent? Oh yes. I'll pop this wad of tape in there. Just as I thought, the key! Now it's a quick trip back to Dad's place, to open the chest and find... that old Grail Diary I did with crayon, imitating Dad's. You know, they look pretty similar from the outside. I guess I'll take that along too.

Time to get to the bottom of this. Donovan suggested I head for Venice. I'm glad Marcus agreed to come along. He's concerned about Dad. I guess he's seen a lot more of him than I have, these last few years.

Ah, Venice. The scenery. And the women! Here comes a lovely one! The old Indy charm, and... oh, Dr. Schneider. So this is where Dad disappeared. It looks like Elsa has left me on my own. I'd better look around. These plaques are pretty interesting. Here's a copy of *Mein Kampf*! I'll take that along. Know thy enemy! And here's a book that describes how to start up a biplane. I always wondered about that.

Say, these stained glass windows look familiar. Yep, here it is in Dad's diary. But it's not quite the same - ah, but the one over here in *this* room matches. And the other notation - I'll bet it refers to the Roman numerals on these columns. I'll try digging up the slab it represents. But I need more leverage. That metal post might do it, after I take the red cord on off. Yes, that did it. Footsteps! That guard doesn't look too happy - better not stop to chat.

Well! This is a cheerful spot. Looks like the storeroom for a production of *Macbeth*! Or was that *Hamlet*? I never was interested in modern literature.

I'll just wander around. Here's a fellow that must have been a pirate. He won't be needing that hook anymore. Here's a torch - but the mud is hard and dry. A little further and... why, this chamber is flooded. Not surprising, considering the average Venetian street. I'll continue poking around. Aha! That looks like a manhole cover overhead. I'll just pop up through there and - excuse me! I guess they weren't expecting lunch guests from the sewer. Say, that wine bottle could come in handy. Doesn't want to give it up? Perhaps he's not aware of what he's drinking. The way that girl is eyeing him, I'm not surprised. I'll just read the label to him. Not interested anymore? I thought not. I'll fill it up in the fountain, and head back down to that torch. Just as I thought, the water loosened it just fine. Now, I'll just pull it off the wall, and... whoa! Ouch! I guess I won't be using that bottle again. Let's look around down here. Here's a narrow stone bridge. And some inscriptions on the other side! My specialty. Why, these are the descriptions Donovan told me about. They refer to the accounts in my Dad's diary! But there are two of them. I wonder which is the right one? Oh, well, I'll sleep on that one. Back over that bridge - pretty slippery from that dripping. Aha! I bet that wooden plug is the same as the one in the bottom of that pool above me. Can't quite get a grip - I'll screw in this pirate's hook. That's better. Perhaps I'd better not stand underneath it though. I'll try my whip. Niagara Falls! Time to head back up.

That ladder in the next room brought me right back near the pool. And the pool is empty now! I'll scramble down... whoops! Nothing injured but my dignity. Onward!

This is an odd machine. Pretty decrepit now, but one section still works. I wonder

what this other part of it was supposed to do. Say, that red cordon fits pretty snugly. I'll try turning it on again. Success - I think. I wonder what I did when I lowered that chain?

My, these catacombs are interesting. Here are three statues. They look familiar. Right! They're in the diary too. Hmm - certain death. I'd better be careful. Why, these things are linked together somehow. When I turn one, it affects another. This is quite a puzzler. Ah, that's it. There goes the door.

Second level. Here's another bridge - good thing it's lowered. And that chain looks familiar. I wonder where I saw it before.

More skulls. Musical ones! I'll see what the diary has to say about this. Why, it's a tune to play. I don't know much about music, but I bet each line corresponds to a skull. That was it! My piano teacher would have been proud.

This third level is quite a maze. And I keep seeing little glowing eyes in the distance. Good thing Dad's not here; he sure hates rats. I wonder where people get these irrational phobias? I'm glad I'm a reasonable man.

The tomb! I'll take a look inside. Gruesome! But the shield - it's the marker I'm after. Alexandretta, hmm. Time for a trip to Iskenderun. But it's a long way back. I wonder about this grating. Why, the lock just came apart in my hands! I'll head up.

Back in that good Venice sun. Marcus, what happened to you? Dad? Austria! I'll go get him. Marcus, meet us in Iskenderun.

Well, Elsa, it's time for a little drive. This Castle Brunwald is not very inviting. You wait here, I'll check it out.

Dratted Butler. I could deck him, but I don't know where Dad is. Better to bluff. We're near Salzburg; I'll bet he has some relatives. That's it! Better go to him immediately. Of course I know him - how else would I have found you!

That worked. Now for some sneaking. I'll poke around here. It's a Nazi! But he's drunk. Thanks for the stein! And such useful information. About a dozen of them, led by a Colonel Vogel. "Textbook Nazi". I might have just the thing for him.

A kitchen! Might as well fill this stein with ale; it could come in handy. Roast boar! I'm not hungry though.

What's over here on the other side of the building... oops! Better brazen it out. I'm here for the prisoner! Out of uniform, yes, but I'll tell him I'm Gestapo. Who was that sadist that terrorized Marion? Deitrich, that was it. Better stay tough with him. Ah, he bought it.

A laundry room. This servant uniform looks about my size. Too bad the Nazi uniform is locked up. I'll keep an eye out for the key.

This is a big room! Nice model of a Zeppelin. I always wanted to fly in one of those. Nice suit of armor - whoops! I hope that carpet wasn't valuable. Better move on.

Oh, hello there. Like my jacket, do you? I'd better not name too outrageous a price. That'll be cash in advance! Hey, this could be fun...and profitable!

Up the stairs. Here's a little room. Nothing interesting here, but a good place to change into this servant uniform. Another guard. Perhaps he'd like this painting? Yes! That was handy. And no wonder; look at all this artwork! But this Mona Lisa is a poor

reproduction. And it moves! I wonder what's in the vault?

Lots of empty rooms here. These Nazis aren't much on interior decoration. Ah, a chest. And a uniform! But it's the wrong size... wait! A key in the pocket! I'll try it down-stairs. Must remember to change back to my leather gear; I don't want to confuse the poor Nazis.

Yes, that's the right key. This grey uniform should help me out. I'll go back upstairs and change. Time for more exploration. Here's a guard I can dodge. What's in this room? Excuse me! Why, this must be the alarm room. And that drunken guard said something about a textbook Nazi - take a look at this copy of *Mein Kampf*. Naw, I don't mind watching the alarm.

Actually, the alarm system seems rather warm. Perhaps some ale will cool it down. Oh, what a shame! I seem to have ruined it! Better get moving.

I'll just sneak past this guard up to the third floor. Oh, no... walked right into this one. Just have to brazen it out. That uniform is in disgraceful shape! Stains! Stand aside, you buffoon. Ah, that did it. These guys are too regimented for their own good. What's in this door? Oh, nice doggy. Hmm, that roast boar might be handy after all.

I'll make my way back to the kitchen, tiptoeing and changing my clothes like I did on my way up. If that guard by the stairs grabs me, I think I'll just deck him. I'm tired of talking.

OK, I'm in the kitchen. Let's see, pour a little ale on the coals, let them cool, voila! Boar for the doggy! I'll fill up my stein again; this ale is very useful stuff.

The dog took the boar. Let's see - a filing cabinet. Why, here's a blank travel pass with a combination on the back. I'll have to try that with the vault. But first, I'll look around on this level.

Didn't that drunk on the first floor mention something about some big fellow up here who "can be nasty when he's sober"? Maybe this is a good time to stock up on a little more ale - this trophy ought to hold plenty.

Well, one kitchen stop later, I'm back by the art room. Let's check out that vault. This combination on the back of the pass does the trick. It's a picture of the Holy Grail. Now I've learned whether the Grail glows or not! That narrows down the possibility to just one! Now I know what to look for when I have the chance. But first to find Dad.

It's back up to the third floor with my full trophy. Just as I thought, that blond Nazi can't hold his liquor - at least after five quarts. Just a little tap, and SPLAT! The bigger they are...

Some locked doors... I bet Dad's behind one of these. Ah, wires! This must be the one. Now where is *that* key?

Another Nazi! I'll just deck this one. Hey, he's tough! Ow! Boy, I barely made it. I hope there are no more lurking in corners.

Ah, here's the key, hanging from a candelabra. Odd place, but I'm not complaining. I'll just open the door with the wires, and... Dad! I was right! Let's get out of here. Around this corner and... oh. So they've finally gotten smart and issued guns. That must be the Colonel. I'll tell him what I think of him.

He took the Diary! So much for defiance.

This isn't much fun. Neither Dad nor I can move much, tied to these chairs. Hey, wasn't this the room with the suit of armor? If that axe is still loose, I may have an idea. I'll just pull these chairs over - whew, hard work. Ah, that looks like the right spot. I'm glad I left that mark on the carpet, or this would be a very exciting gamble. One kick to the armor, and we're free. This carving looks suspicious... as I thought, one of the oldest tricks in the book. Let's go to Iskenderun, Dad!

Berlin?? But - OK, you win. Hop aboard this motorcycle.

A checkpoint... but this guard doesn't look too sure of himself. I'll try to bluff my way past. Don't insult me! Let's try the officer traveling undercover line. So, you think secrets are exciting? Let's keep this one between us.

Berlin. These Nazis just don't know how to treat a book. Better get Dad's diary back from Elsa. Oh no! It's the big one himself. Not so big, actually. He seems to want something from me. I'll hand him this pass. Hey, a signed pass! This could be useful.

On to the airport. We've got to get out of here. Come on, Dad, I know all about flying biplanes. Trust me.

Let's see. APU, tanks on, switch to main tanks, both magnetos, pump up the pressure, open the throttle, ignition! No sweat! We'll be in Iskenderun before you can say...

Messerschmidt! Get him, Dad! Good work! There's another! Uh oh...

They say any landing you can walk away from is a good one. I guess this one wasn't half bad. Come on Dad, can't rest all day. Good idea, let's take this blue car.

More checkpoints. But those guards don't waste much time when I show them the signed pass.

The Grail Temple! And Marcus! Come on, let's go!

Donovan! I never did trust that guy. Dad! Why, you... I guess I have to play by his rules - for now.

The first trial. But wait, these rocks look familiar. Dad's Diary - that X should be a spot just between those two rocks. I'll try to go there. Whoosh! Hey! Wow! That was a close call, but I'm through.

Look at all these letters. I'll just stick to the ones in the Name of God. I'm glad I remember how to spell it! I'd better hurry.

The Path of God. But no one could jump that. Have faith, I've got to have faith. I'll just walk straight across... nothing! But I made it!

The Knight! Alive after centuries. And all these Grails. But I know which is the right one now... I think. Better test it with this holy water... Ah, that's it!

Here you go, Dad. Yes, your quest is over. Elsa, wait! Don't... too late. But maybe I can save her. I'll look down this crevasse.

Elsa's gone, but I can see the Grail... maybe if I use my whip... yes! I've got it! But I've learned my lesson. Here, you've guarded it for seven centuries and more. Sorry about the mess.

Well, Dad, let's go. Dead Sea Scrolls? When will you learn to stop chasing myths and legends?

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